1 MOUNTS

Item

Replace this unit's "**Infantry**" or "**Flyer**" keyword with "**Cavalry.**"

Combat Tactic: This unit gets +1 strength vs. infantry.

"Show me your horse and I will know what you are made of."
-Grand Master Hans Leitdorf

DD 17/25 Illus. Janine Johnston

1 SWORD OF STRIKING +1

Weapon

A magic weapon of keen intelligence that guides its blade to the target.

DD 18/25 Illus. Elizabeth Danforth

3 EAGLE'S CLAW 1

1

High Elf • Infantry • War Machine

Ranged Attack: 5

Support Tactic Commit: Your unit gets +2 strength.

"Wind-swift and true, the eagle's flight; sharp-edged and cruel, the eagle's might!"
-Lothern Seaguard chant

DD 22/25 Illus. Eric Ren

3 EAGLE'S CLAW 1

1

High Elf • Infantry • War Machine

Ranged Attack: 5

Support Tactic Commit: Your unit gets +2 strength.

"Wind-swift and true, the eagle's flight; sharp-edged and cruel, the eagle's might!"
-Lothern Seaguard chant

DD 22/25 Illus. Eric Ren

3 CARADRIL'S SILVER ARROWS 2

2

High Elf • Infantry

Ranged Attack: 6

"Fly swift and bite deep, for the glory of Ulthuan must endure!"
-Commander Rylanus Evaenarion

DD 21/25 Illus. John Gravato

3 CARADRIL'S SILVER ARROWS 2

2

High Elf • Infantry

Ranged Attack: 6

"Fly swift and bite deep, for the glory of Ulthuan must endure!"
-Commander Rylanus Evaenarion

DD 21/25 Illus. John Gravato

5 ELROHYR'S BRIGHTHELMS 4

4

High Elf • Cavalry

Support Tactic: The defending unit is committed unless it passes a leadership test. Only usable during a ranged attack.

Death comes on thundering hooves!

DD 23/25 Illus. Adrian Smith

5 ELROHYR'S BRIGHTHELMS 4

4

High Elf • Cavalry

Support Tactic: The defending unit is committed unless it passes a leadership test. Only usable during a ranged attack.

Death comes on thundering hooves!

DD 23/25 Illus. Adrian Smith

4 SILANTHIR'S DEFENDERS 4

4

High Elf • Infantry

Combat Tactic: This unit gets +2 strength vs. cavalry.

We are the lifeblood of Ulthuan - the defenders of the fair isle.

DD 25/25 Illus. Adrian Smith

4 | Silanthir's Defenders | 4 | 3

4

High Elf • Infantry

Combat Tactic: This unit gets +2 strength vs. cavalry.

We are the lifeblood of Ulthuan - the defenders of the fair isle.

DD 25/25 Illus. Adrian Smith

4 | Calath's Sentinels | 4 | 3

3

High Elf • Infantry

Support Tactic: Your High Elf unit gets +1 strength. Only usable while this unit is in the battle line.

"None shall set foot onto the shores of Eataine without our leave!"
-El'Den'el, Sea Guard

DD 20/25 Illus. Des Hanley

4 | Calath's Sentinels | 4 | 3

3

High Elf • Infantry

Support Tactic: Your High Elf unit gets +1 strength. Only usable while this unit is in the battle line.

"None shall set foot onto the shores of Eataine without our leave!"
-El'Den'el, Sea Guard

DD 20/25 Illus. Des Hanley

5 | Knights of Sigmar's Blood | 4 | 4

4

Empire • Cavalry

Combat Tactic: This unit gets +2 strength. Only usable while blocking.

The sons of the Empire's nobility swell the ranks of its knightly orders.

DD 19/25 Illus. William O'Connor

5 | Knights of Sigmar's Blood | 4 | 4

4

Empire • Cavalry

Combat Tactic: This unit gets +2 strength. Only usable while blocking.

The sons of the Empire's nobility swell the ranks of its knightly orders.

DD 19/25 Illus. William O'Connor

6 | Phoenix Guard of Asuryan | 5 | 4

4

High Elf • Infantry

Combat Tactic: This unit gets +3 strength. Only usable while you have no other ready units.

The ever-silent guardians of the shrine of Asuryan

DD 24/25 Illus. Des Hanley